

**MASUYAMA et al.**  
**Application No. 09/677,577**  
**August 25, 2008**

**IN THE SPECIFICATION:**

Please amend the substitute specification at page 1, line 1:

**TITLE OF THE INVENTION**

Please amend the substitute specification at page 1, line 3:

**BACKGROUND OF THE INVENTION**

**Field of the invention**

This invention Example embodiments of the present technology relates to a game system and game information storage medium used for same. More particularly, the invention present example embodiments relates to a game system and game information storage medium used for same, which detects a change amount and direction of a tilt, movement or impact applied to a housing of a portable game apparatus or to a controller of a video game apparatus.

Please amend the substitute specification at page 2, line 14:

**SUMMARY OF THE INVENTION**

Therefore, it is a primary object aspect of the inventionexample embodiments to provide a game system and game information storage medium used for same which can change the state of a game space according to operation by a player.

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Please amend the substitute specification at page 2, line 18:

Another object aspect of the invention is to provide a game system and game information storage medium used for same which can change the state of a game space through simple operation so that a player can concentrate on game play with enhanced enthusiasm without the necessity of skill on operation way.

Please amend the substitute specification at page 2, line 23:

Still another object aspect of the inventionexample embodiments is to provide a game system and game information storage medium used for same which can realize the change of a game scene matched to an operation feeling through the match between player's operation and game-space change.

Please amend the substitute specification at page 3, line 4:

Yet another object aspect of the inventionexample embodiments is to provide a game system and game information storage medium used for same which can change the state of a game space through the interaction with a plurality of portable game apparatuses to allow a plurality of players to cooperate or compete with thereby providing a variety of game-space change states, enhanced interest of game and virtual reality amusement.

Please amend the substitute specification at page 3, line 9:

A first inventionexample embodiment is a game system having in a related fashion, to a game apparatus having game program storage means storing a game

program and processing means for executing the game program, display means to display an image based on a result of processing by the processing means. Provided are a housing to be held by a player and change-state detecting means. The change-state detecting means is provided related to the housing and detects at least one of an amount (e.g. tilt amount, movement amount, impact amount or the like) and a direction (e.g. tilt direction, movement direction, impact direction or the like) of a change applied to the housing. The game program storage means stores game space data, a display control program and a simulation program.

Please amend the substitute specification at page 5, line 2:

A second inventionexample embodiment is a game information storage medium storing a game program and detachably loaded in a game system structured by operating means having display means in a related manner and including a housing to be held by a player, change-state detecting means provided related to the housing and for detecting at least one of an amount and a direction of a change applied to the housing, and processing means to display on the display means an image obtained by processing a program. The game information storage medium stores game space data, a display control program and a simulation program.

Please amend the substitute specification at page 5, line 15:

A third inventionexample embodiment is a game information storage medium storing a game program and detachably loaded in a portable game apparatus including a housing integrally having display means to be held by a player, and processing means to

display on the display means an image obtained by processing a program, wherein a change-state detecting means is provided related to one of the portable game apparatus and the game information storage medium and for detecting at least one of an amount and a direction of a change applied to one of a housing of the portable game apparatus and the game information storage medium.

Please amend the substitute specification at page 6, line 8:

A fourth ~~inventionexample~~ embodiment is a game system structured at least by two game apparatuses to be interacted with each other. The two game apparatuses each have game program storage means to store a program, processing means to execute a game program, and a housing to be held by a player, and in a related fashion display means to display an image based on a result of processing by the processing means. At least one of the two game apparatuses is provided related to the housing and having change-state detecting means to detect at least one of an amount and a direction of a change applied to the housing. The game system further having data transmitting means connected to the two game apparatuses and for transmitting mutually-related data to the game apparatus on the opposite side.

Please amend the substitute specification at page 7, line 5:

According to this ~~inventionexample~~ embodiment, it is possible to obtain a game system and game information storage medium used for same that can change a state of a game space.

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Please amend the substitute specification at page 7, line 7:

Also, according to the inventionexample embodiment, a game system and game information storage medium used for same is to be obtained which can change the state of a game space through simple operation so that a player can concentrate on game play with enhanced enthusiasm without the necessity of skill on operation ways.

Please amend the substitute specification at page 7, line 11:

Also, according to the inventionexample embodiment, a game system and game information storage medium used for same is to be obtained which can realize the change of a game scene matched to an operatio

Please amend the substitute specification at page 7, line 15:

Further, according to the inventionexample embodiment, a game system and game information storage medium used for same is to be obtained which can change the state of a game space through the interaction with a plurality of portable game apparatuses to allow a plurality of players to cooperate or compete with thereby providing a variety of game-space change states, enhanced interest of game and virtual reality amusement.

Please amend the substitute specification at page 7, line 20:

The above described objects-aspects and other objects-features, aspects and advantages of the present inventionexample embodiment will become more apparent from the following detailed description of the present inventionexample embodiment when taken in conjunction with the accompanying drawings.

Please amend the substitute specification at page 8, line 3:

Figure 1 is an external view of a portable game apparatus of one embodiment of the present ~~invention~~example embodiment;

Please amend the substitute specification at page 12, line 4:

Figure 67 is an example that the ~~invention~~present embodiment is applied to a controller of a home-use game apparatus; and

Please amend the substitute specification at page 12, line 6:

Figure 68 is an example of a scene that the ~~invention~~present embodiment is applied to a controller of a home-use game apparatus.

Please amend the substitute specification at page 12, line 11:

With reference to Figure 1 to Figure 40, explanations will be made on a portable game apparatus according to a first embodiment of the ~~present invention~~. Figure 1 is an outside view showing a portable game apparatus. The portable game apparatus includes a game machine main body 10 and a game cartridge (hereinafter referred merely to as "cartridge") 30 to be unloadably loaded on the game machine main body 10. The cartridge 30, when loaded on the game machine main body 10, is put in electrical connection to the game machine main body. The game machine main body 10 is provided with a housing 11. The housing 11 includes therein a board having circuits configured as shown in Figure 3, hereinafter described. The housing 11 has, on one main

surface, a LCD 12 and operation keys 13a – 13e and, on the other surface, a hole (cartridge insertion hole) 14 formed to receive a cartridge 30. A connector 15 is provided on a side surface, to allow connection with a communication cable for communication, as required, with other portable game apparatuses.

Please amend the substitute specification at page 44, line 2:

Next, a portable game apparatus according to a second embodiment of the invention will be explained with reference to Figure 41 to Figure 49. The second embodiment is common in external view, XY-axis definition diagram, block diagram, sensor-interface measurement principle diagram and Z-axis contact switch structural view to Figure 1 to Figure 7 of the first embodiment, hence omitting explanations thereof.

Please amend the substitute specification at page 53, line 18:

Next, a third embodiment of the invention will be explained with reference to Figure 50 to Figure 59. This game is to enjoy virtual cooking while moving the portable game apparatus as if it was a frypan or kitchen knife.

Please amend the substitute specification at page 62, line 6:

Next, a fourth embodiment of the invention will be explained with reference to Figure 60 to Figure 66. Figure 60 illustrates a concept view of a game space and example of a game scene of a plurality of portable game apparatuses. This game shares a game space through communication between the portable game apparatuses so that a plurality

of players can enjoy a game while competing (or cooperating) a game similar to the first embodiment. The game space has a maze plate that is common to the portable game apparatuses 10 and 40 so that the game images on the portable game apparatus 10 and portable game apparatus 40 are on the basis of the same game space data (note that the range of sight is different between the portable game apparatuses). On the LCD of the first portable game apparatus 10 a range 12 shown by the one-dot chain line is displayed. On the LCD of the second portable game apparatus 40, a range 42 shown by the dotted line is displayed. Similarly to the first embodiment, the tilt of the maze plate as a game space is simulated in accordance with a tilt of the portable game apparatus. However, in the present embodiment, simulation of a maze plate tilt is made by a value combining a tilt of the portable game apparatus 10 and a tilt of the portable game apparatus 40 (simulation of a maze plate tilt may be by a tilt of one portable game apparatus). A player on the portable game apparatus 10 would try to operate the tilt of the maze plate by tilting the portable game apparatus 10 in order to manipulate his or her own ball 61a. On the other hand, a player on the portable game apparatus 40 would try to operate the tilt of the maze plate by tilting the portable game apparatus 40 in order to manipulate his or her own ball 61b. Thus, they are difficult to tilt the maze plate in line with their intentions, providing enjoy for a more complicated game. Incidentally, in this embodiment, a communication cable 50 is used to communicate between the two portable game apparatuses. However, communication means such as wireless or portable phone may be utilized.

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Please amend the substitute specification at page 71, line 6:

Although the present ~~invention-example~~ embodiments have ~~has~~ been described and illustrated in detail, it is clearly understood that the same is by way of illustration and example only and is not to be taken by way of limitation, the spirit and scope of the present invention being limited only by the terms of the appended claims.